

IN THE CLAIMS

The claims are reproduced below for the convenience of the Examiner.

- 1-19. (Canceled)
20. (Original) A method comprising:
selecting a mode, the mode is FRONT_ONLY, BOTH_SIDES, or BACK_ONLY;
determining a viewing angle;
determining an object angle;
calculating a theta, theta equals the viewing angle minus the object angle plus pi;
assigning a function of theta to alpha, if the mode is FRONT_ONLY or BOTH_SIDES;
assigning a function of theta minus pi to alpha, if the mode is BACK_ONLY;
comparing alpha to zero;
assigning zero to alpha, if the mode is FRONT_ONLY and alpha is less than zero;
assigning zero to alpha, if the mode is BACK_ONLY, and alpha less than zero;
assigning minus alpha to alpha, if the mode is BOTH_SIDES, and alpha is less than zero;
and
assigning a transparency factor to alpha.
21. (Canceled)
22. (Previously Presented) A method comprising:
identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and
modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a cosine function.
23. (Canceled)

24. (Previously Presented) A method comprising:
identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and
modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface, wherein the function comprises a non-linear function.
25. (Canceled)
26. (Previously Presented) A method for generating a transparency factor for an image of an object, the method comprising:
selecting a viewing surface;
selecting a vector normal to the viewing surface;
determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and
calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises : calculating a cosine of the angle of incidence.
27. (Canceled)
28. (Previously Presented) A method for generating a transparency factor for an image of an object, the method comprising:
selecting a viewing surface;
selecting a vector normal to the viewing surface;
determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and

calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises ÷ calculating a non-linear function of the angle of incidence.

29-31. (Canceled)

32. (Previously Presented) A computer comprising:
a processor;
a computer-readable medium comprising a storage device comprising a memory; and
a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency factor of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface, wherein the function comprises a cosine function.

33. (Canceled)

34. (Previously Presented) A computer comprising:
a processor;
a computer-readable medium comprising a storage device comprising a memory; and
a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency factor of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface, wherein the function comprises a non-linear function.

35-36. (Canceled)

37. (Previously Presented) A computer readable medium having computer-executable instructions stored thereon for performing a method, the method comprising:
modulating a transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface; and

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modulating the transparency non-linearly.